



To the
Abandoned
Sacred
Beasts

VOL.

3

Presented by
MAYBE



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To the Abandoned
Sacred Beasts

VOL. **3**

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We,
the
Incar-
nates,
stand
with
You!

You, who
seek true
equality...

You,
soldiers
who seek
to reclaim
the justice
lost in the
war!

Chapter 11: The Dragon's Daughter

We
stand
on the
brink of
a new
world
order!

that
goes
beyond the
boundaries
of North
and
South!

We
rise to
create
a new
country
of our
own

*of
the
Free
Nation
of
New
Patria
!*

*Let us
declare
this the
birth-
place...*

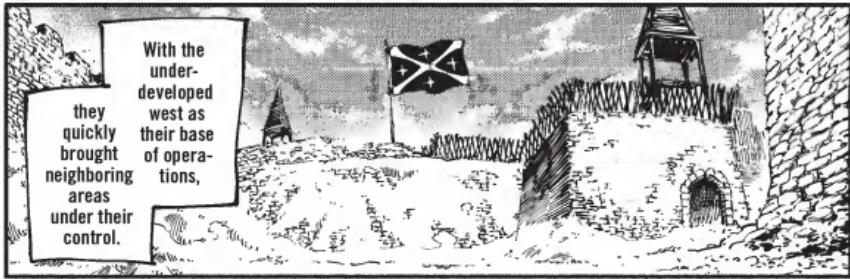
RAAAAAHHH!!!



announced their independence from their homeland, Patria, with Cain Madhouse's Incarnates by their side.

The rebellious energy which swept up mistreated former soldiers,

Southern gentry, as well as citizens disgruntled with poverty,







Elaine

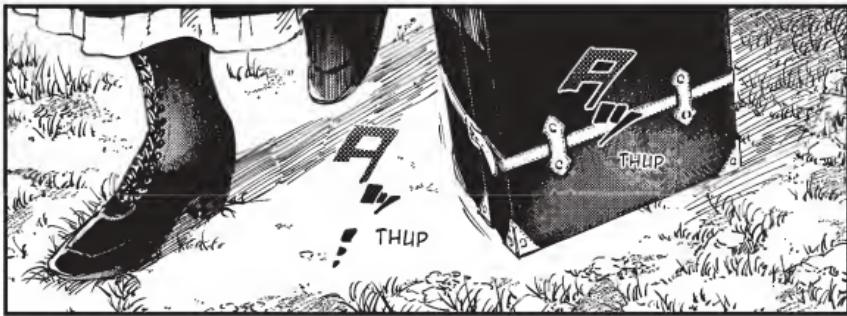
...

Can
you
see
it?



will
soon
be a
reality.

The
new world
you tried
to kill







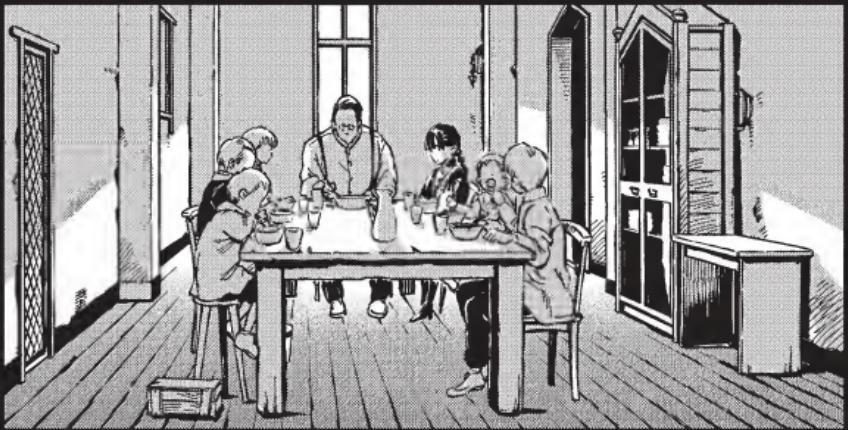
I still
don't
know
if she
intended
it that
way.

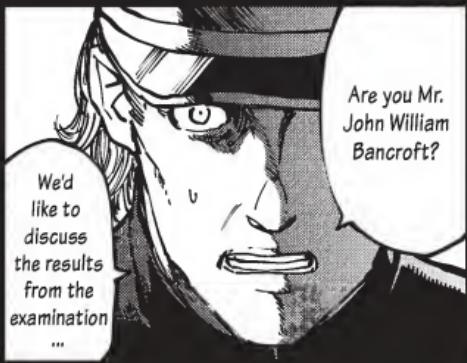


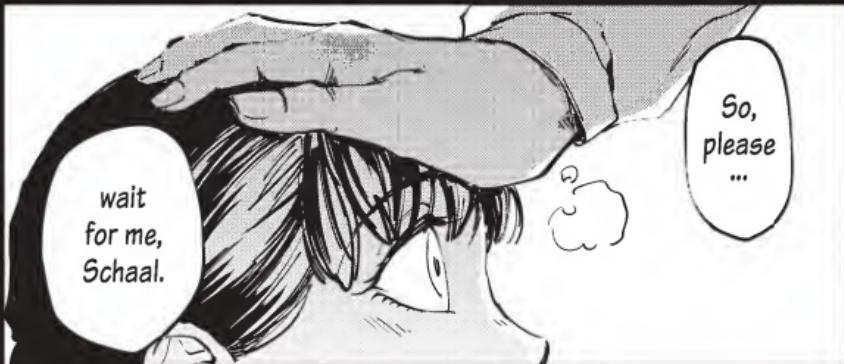




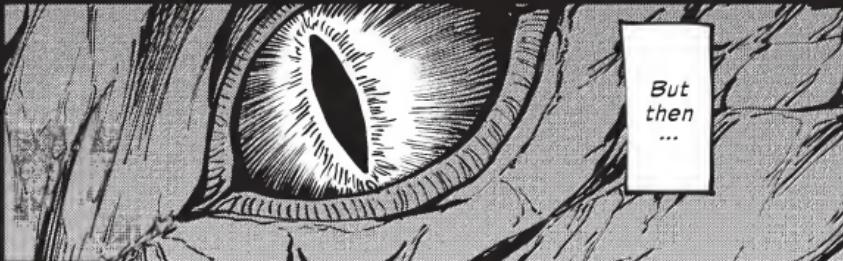
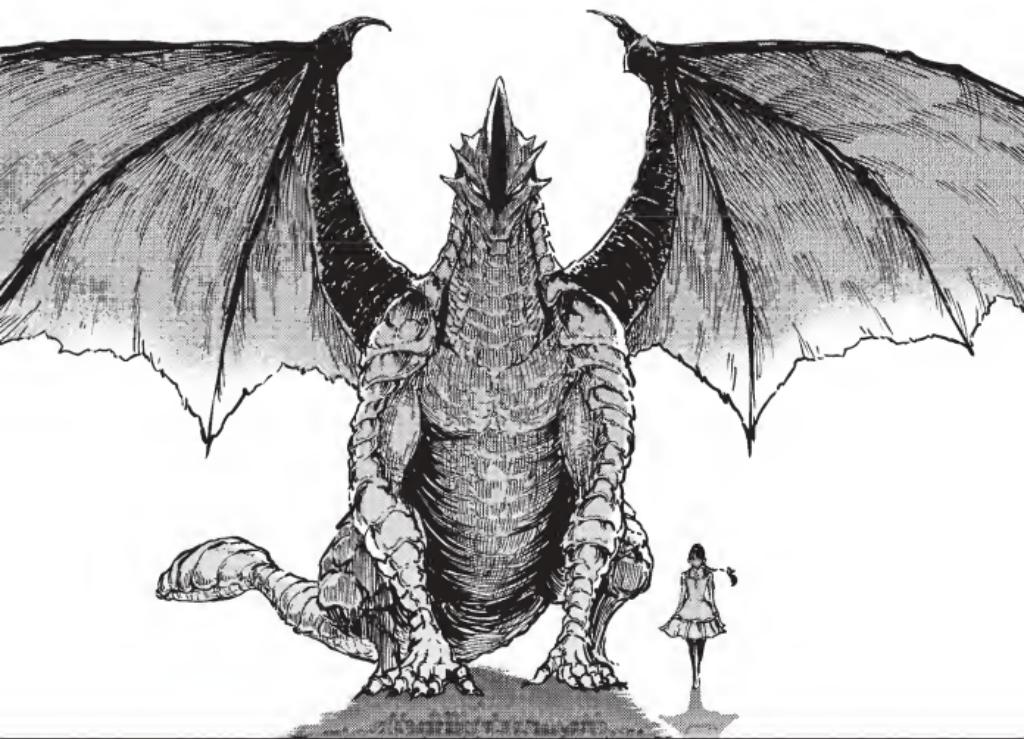










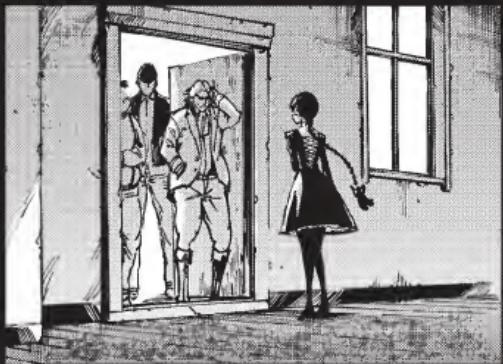












If there was another village nearby it'd be even higher...

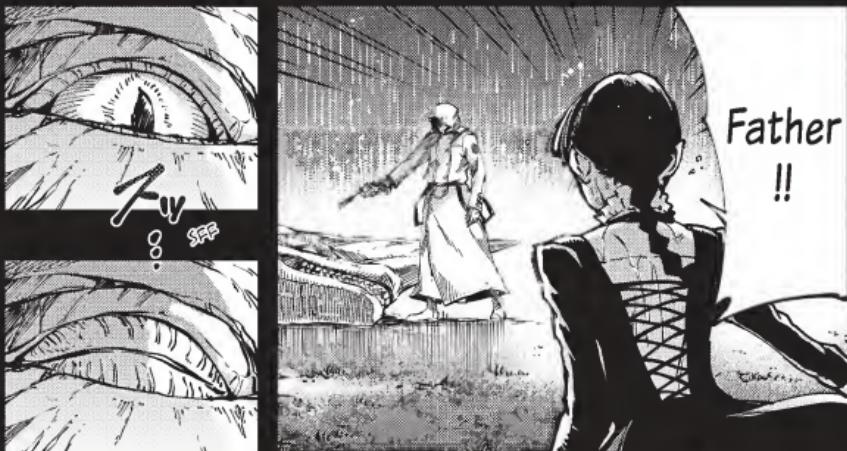
That's more than ten in this village alone.













is
when my
journey
began.

That
day,
that
moment,

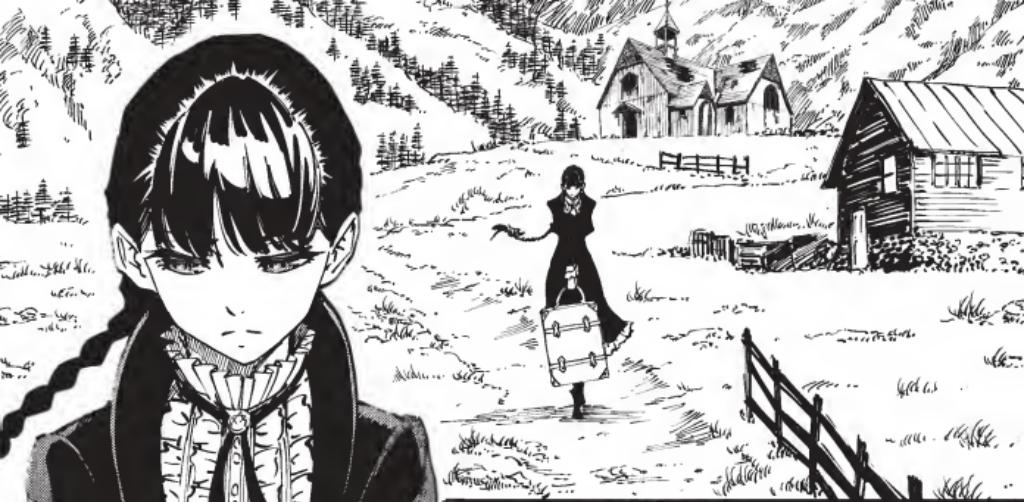
My
journey...
to kill
the
Beast
Hunter.



To the Abandoned
Sacred Beasts



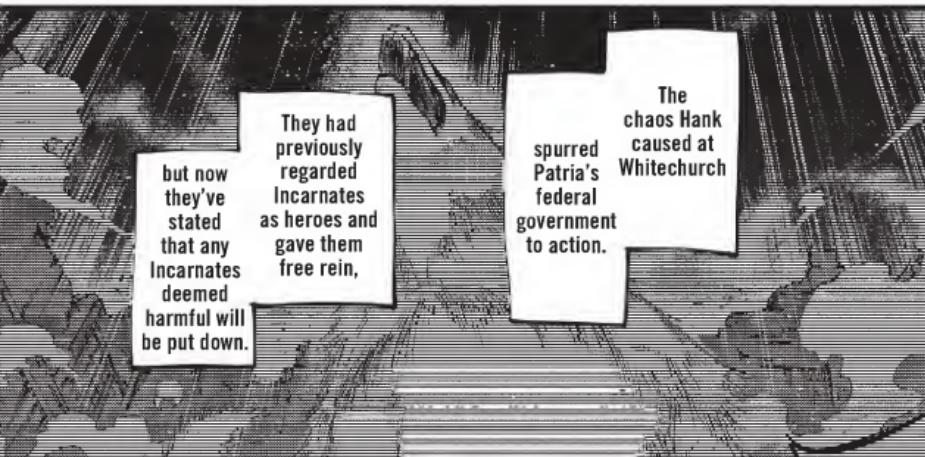




Done paying
respects to
your father,
Schaal?



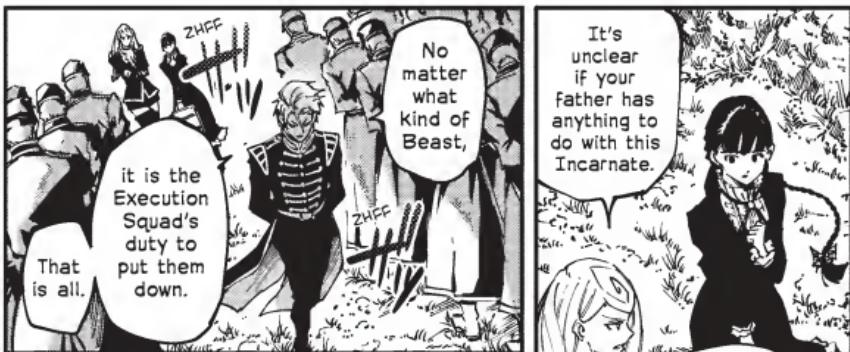
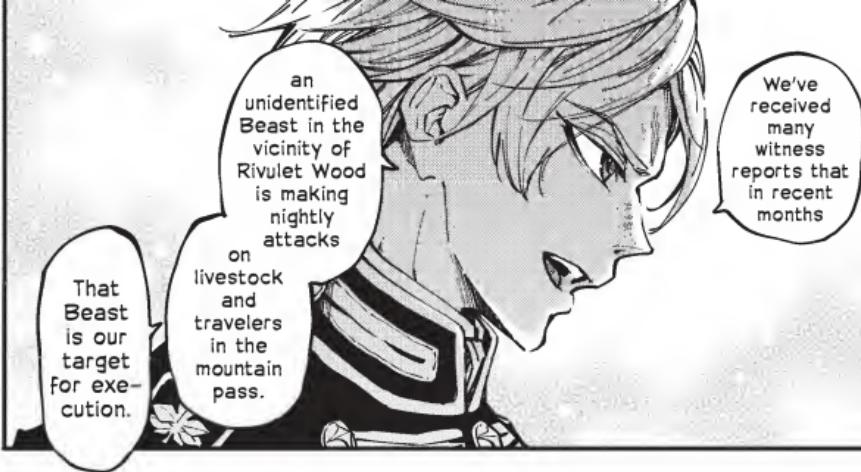




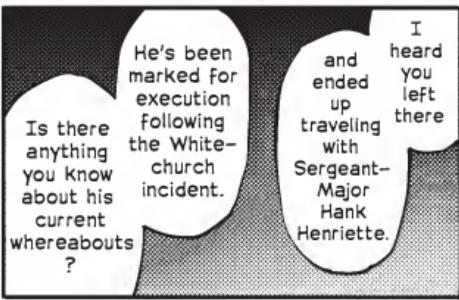
TO
AVENGE
THE
WORLD.

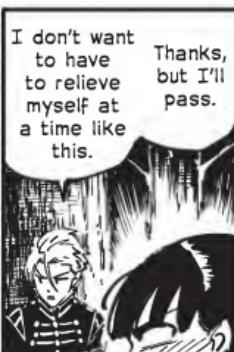
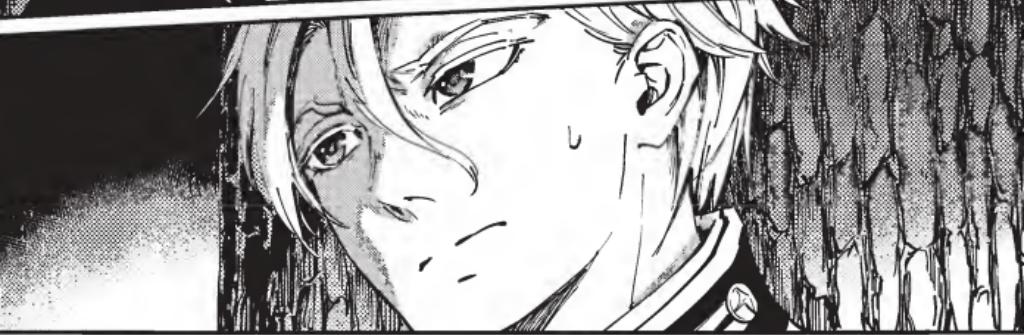
A
HUMAN
SQUAD
THAT
HUNTS
BEASTS

COUP DE
GRACE,
THE
INCARNATE
EXECUTION
SQUAD











Certainly not the typical rank of a cadet fresh out of the military academy.

Major General
Colonel
Lieutenant Colonel
Major
Captain
1st Lieutenant
2nd Lieutenant
Sergeant-Major
Sergeant
Corporal

Here's a general outline:

It's whatever ...
SO IS "MAJOR" AN AMAZING RANK?









He
might
get
captured
and
killed...

They
say
Hank's
a target
For
execution
...



There's
no way
they'd be
able to take
him down
that easily,
right?

He'll
be
fine.



*there's
no way
I'll let
them kill
him.*

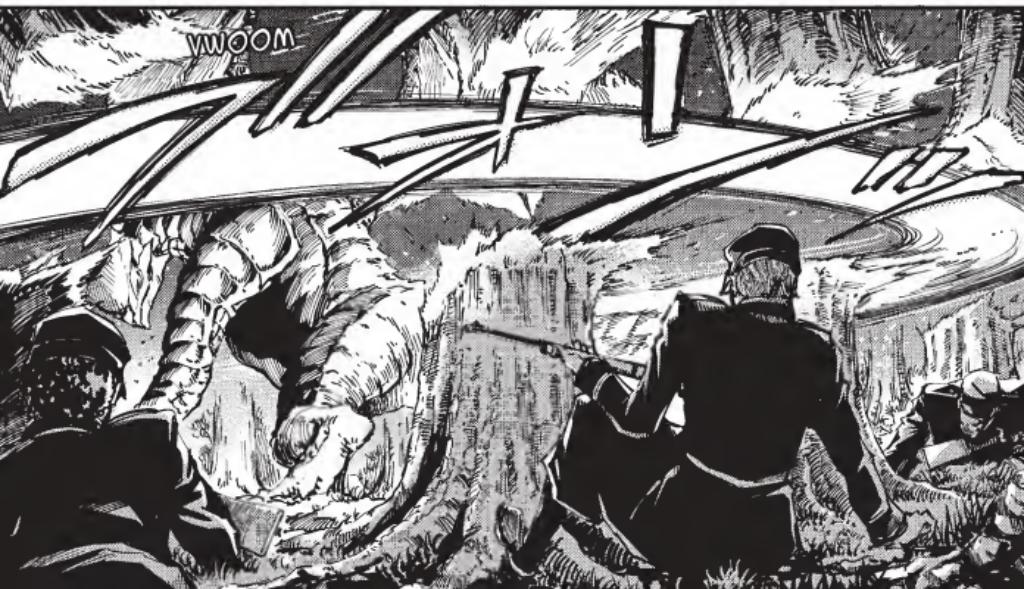
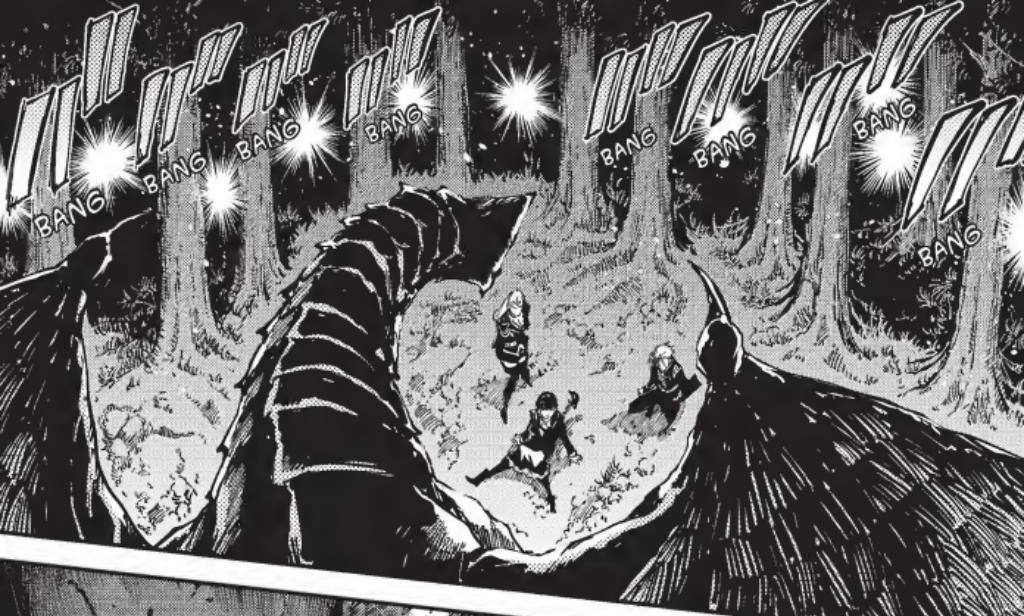
And
besides
...

















It's only a matter of time until it greatly damages the village.

In the mountains nearby, we found a large number of undigested livestock bones and personal items from villagers and travelers, likely excreted by the Beast.





The
same
ones
Hank
used.



GOD-
KILLER
ROUNDS.

That's
probably why
Hank only
used them
to deal the
Finishing
blow...



We
extracted the
ones we found
in Hank's body
after the war,
analyzed their
composition,
and created
replicas.

They're a
far cry from
the originals, but
they're effective
if you bury them
deep enough in
an Incarnate.





GRIP

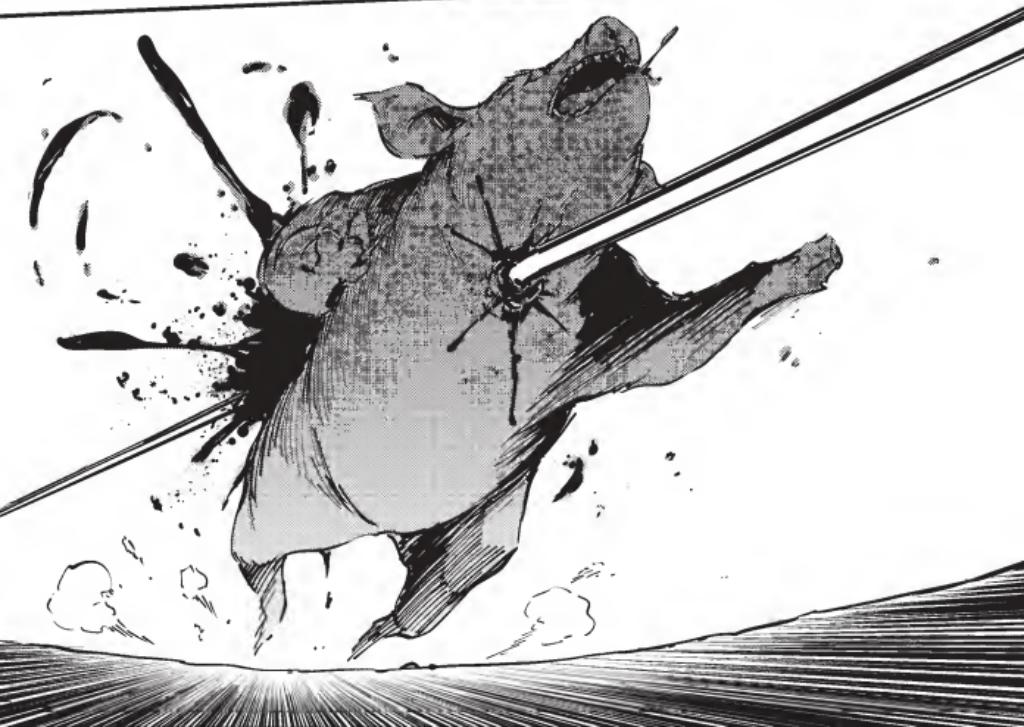
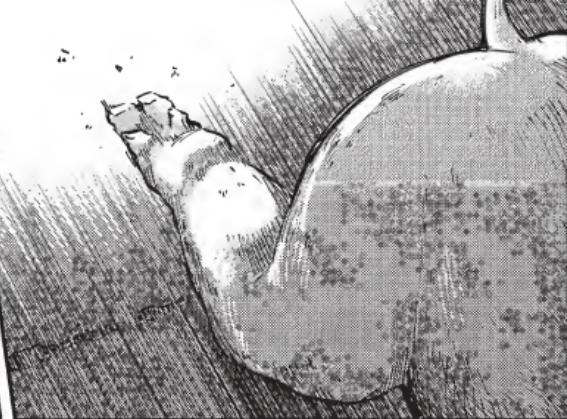
WHAPP.

WE'RE
GONNA
BLAST THOSE
ARROGANT
BEASTS WITH
EVERYTHING
WE HAVE.

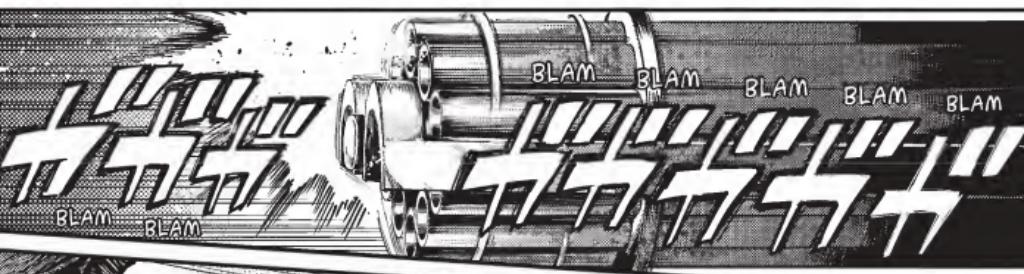
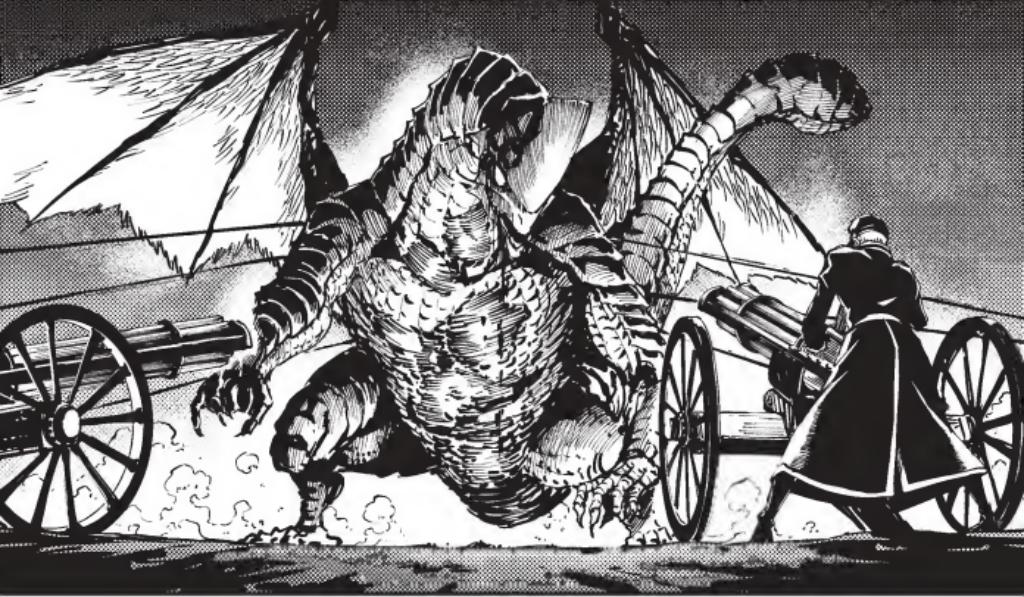














it won't
save you
if you're
blown to
smither-
eens.

No matter
how
powerful
your
life-force
may be,



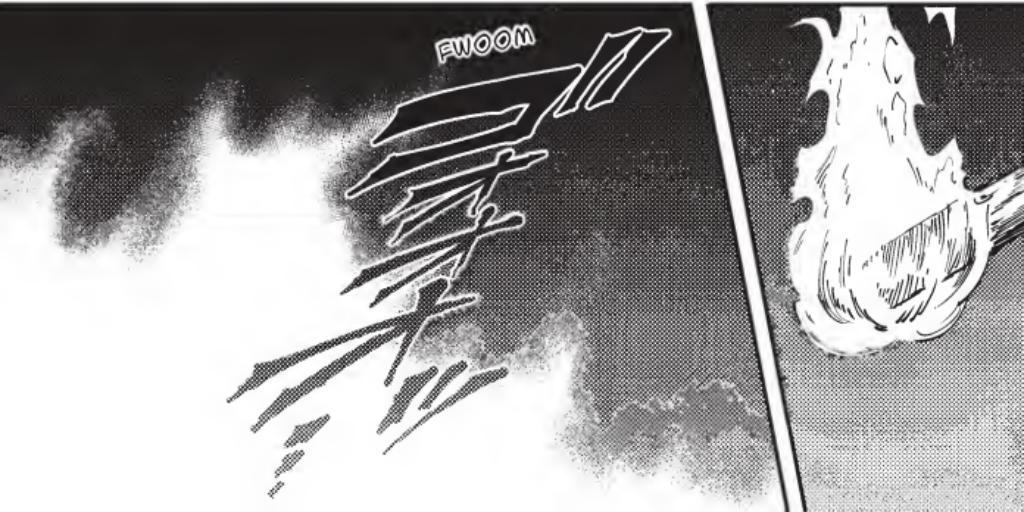
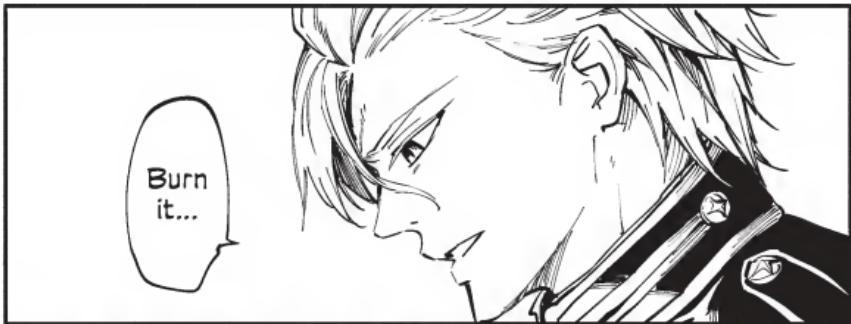
Countless
Incarnates
Fell on the
battlefield.

We
merely
lacked
resolve.

It's
not that
humans
have no
hope of
beating
them...



We
need the
resolve to
acknowledge
our mistake
in ever
calling them
"heroes."









Dammit,
Schaal!
Why did
you ever
come
back...?!

And
why did
you bring
your father
here in
the first
place...?!



Angel
of
Death
!!

You're
a blood-
soaked,
filthy
little

You're the
daughter
of a
murderer
...

YOU
IRRE-
SPON-
SIBLE
PIECES
OF
TRASH
....!

YOU
MISERABLE
BASTARDS
!!!

HAVE
YOU
NO
SHAME
...?!

But
as soon
Are you as you
saying had the
it would money,
have
you
been disowned
better
if he
never
returned
From the
war?

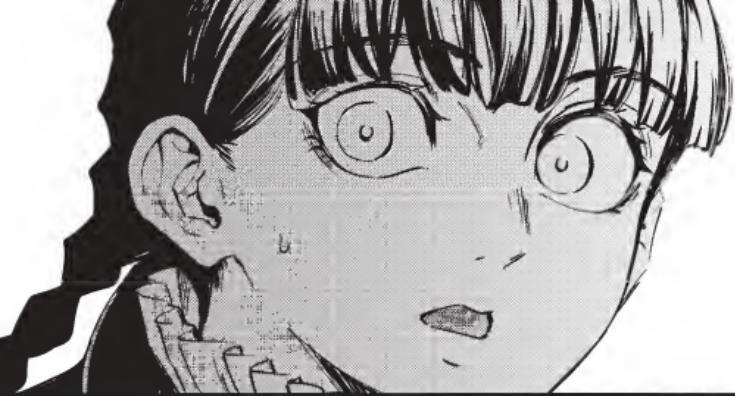
That
Incarnate
is from
this
village,
yes?

They
paid you
plenty in
compensa-
tion, didn't
they?



Do not
Forget
that.

It was
humans'
weakness,
our blind grabs
at power, that
brought them
to life.







Would Hank overlook this?



STOP
...!

STOP
...

BLAM

BLAM

BLAM

BLAM

PLEASE... STOP!!!

BLAM

BLAM

BLAM

STOP

oooo!



To the Abandoned
Sacred Beasts

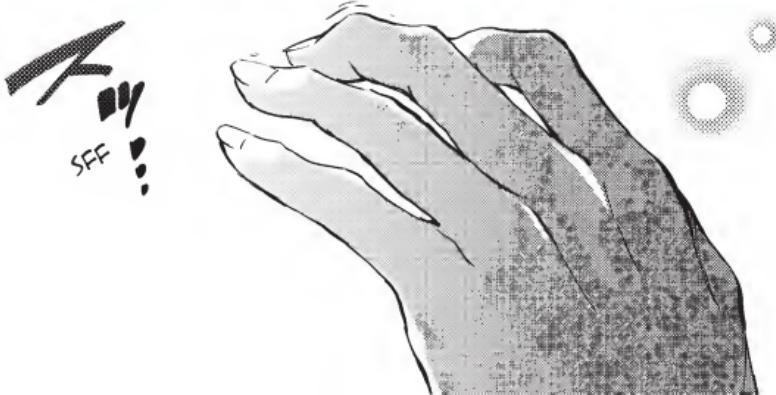


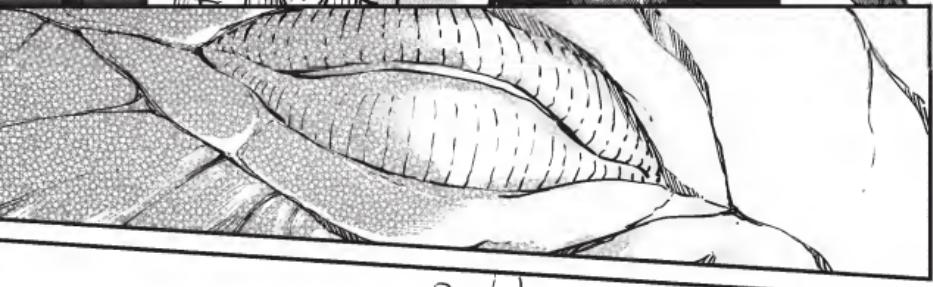






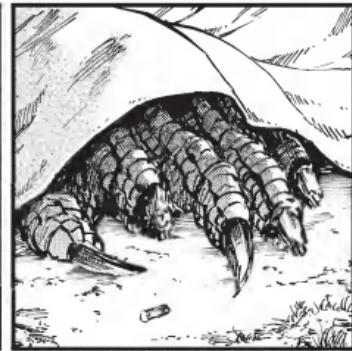








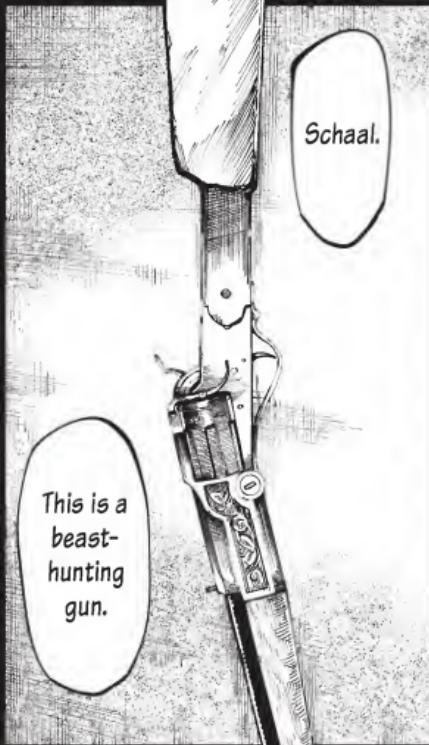


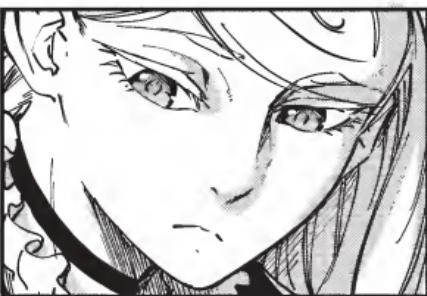
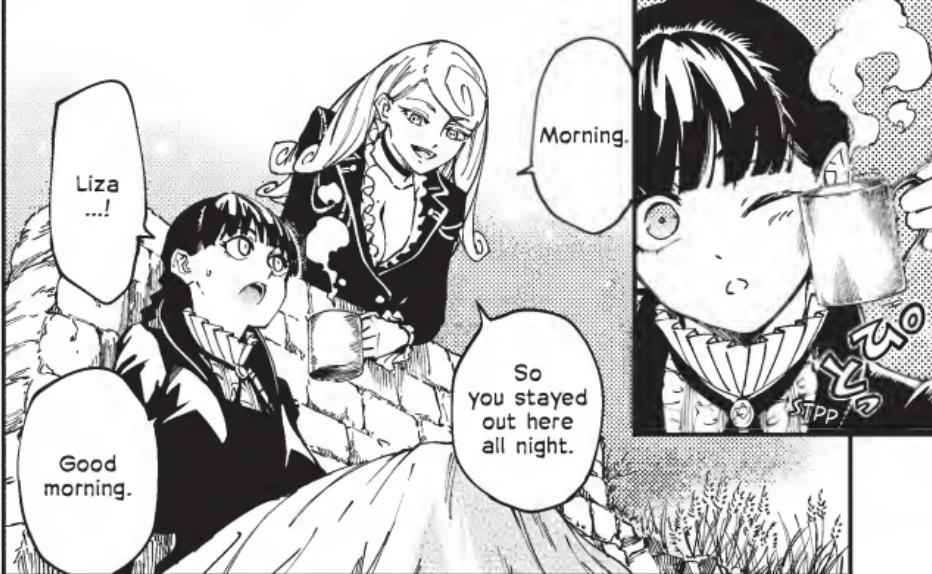


Oh,
Father



I
shot my
father
...

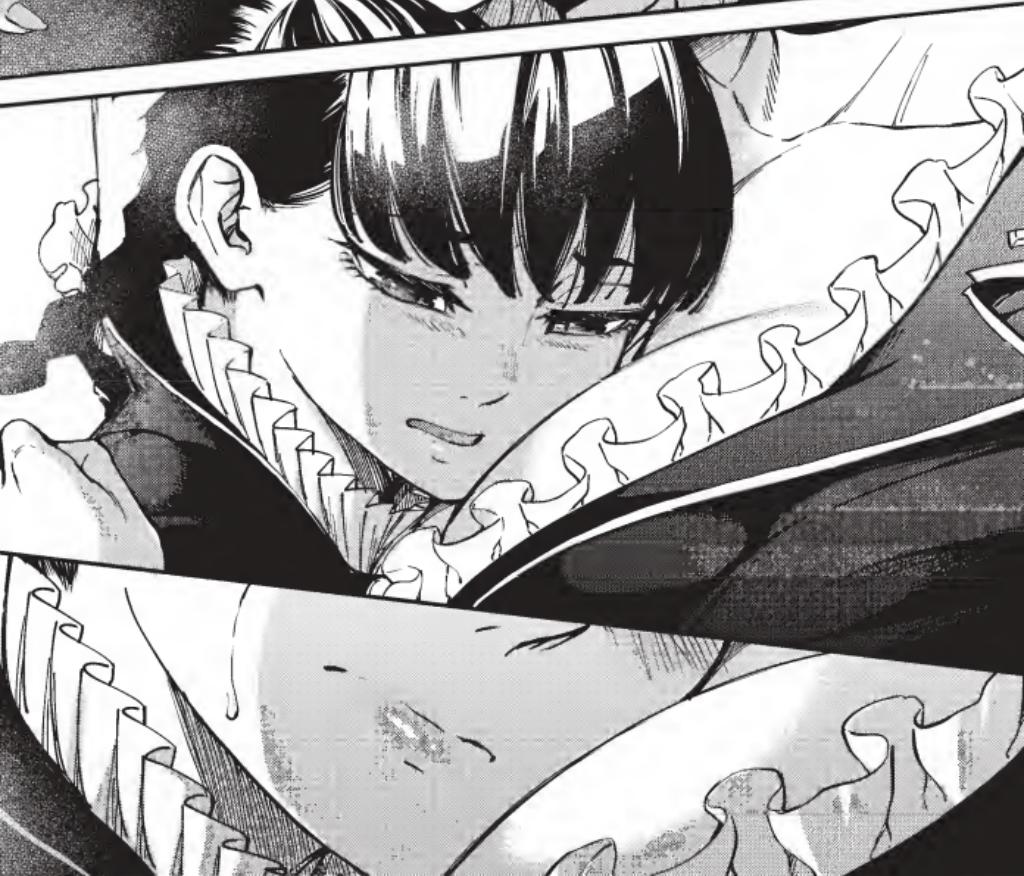








It's
okay.







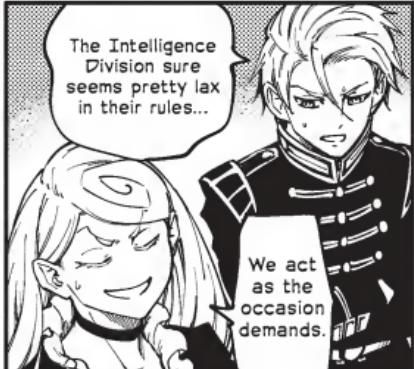


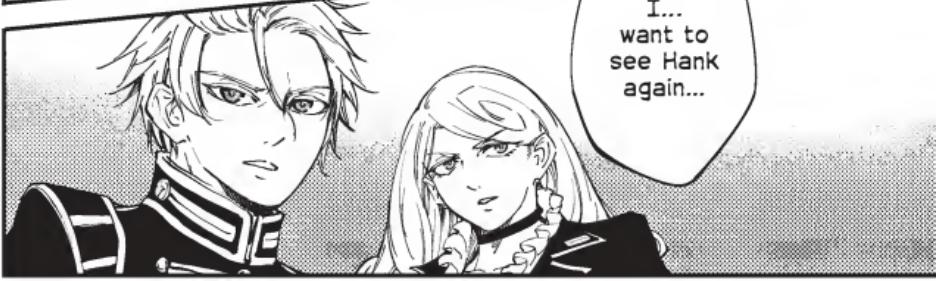












Travel with us,
the Incarnate
Extermination
Squad,

and
you'll
likely
encounter
him
soon.

Sergeant-
Major
Hank
Henriette
...

We've
received
reports that
he's been
sighted
with other
Incarnates
in the
North.

Right
...

Haa!

Haa...



What else was I supposed to do...?!

I get... so hungry ...

I WILL
FULFILL
THE OATH
WE MADE
...

NO
...

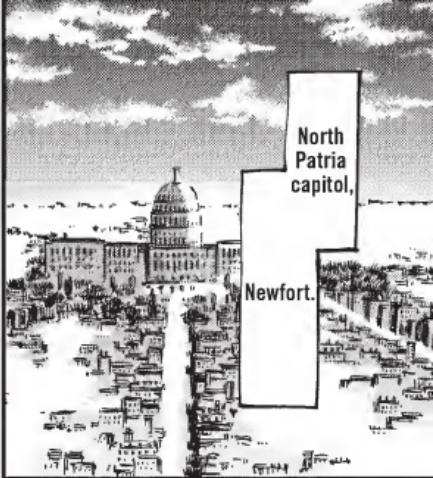
NO.



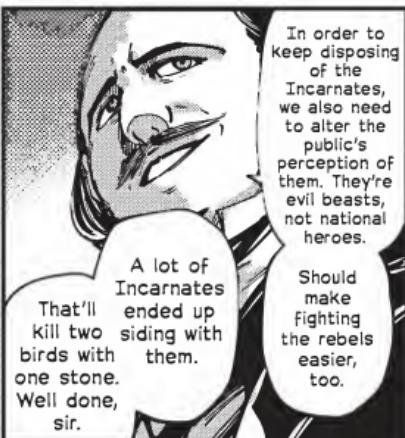
A
A
A
A
A
A
A
A
G
G
H
T







Coup de Grace seems to be performing very well, sir.



In order to keep disposing of the Incarnates, we also need to alter the public's perception of them. They're evil beasts, not national heroes.

Should make fighting the rebels easier, too.



It'll be a major clean-up. It's much harder to catch the traitors off guard if they drum up too much sympathy.







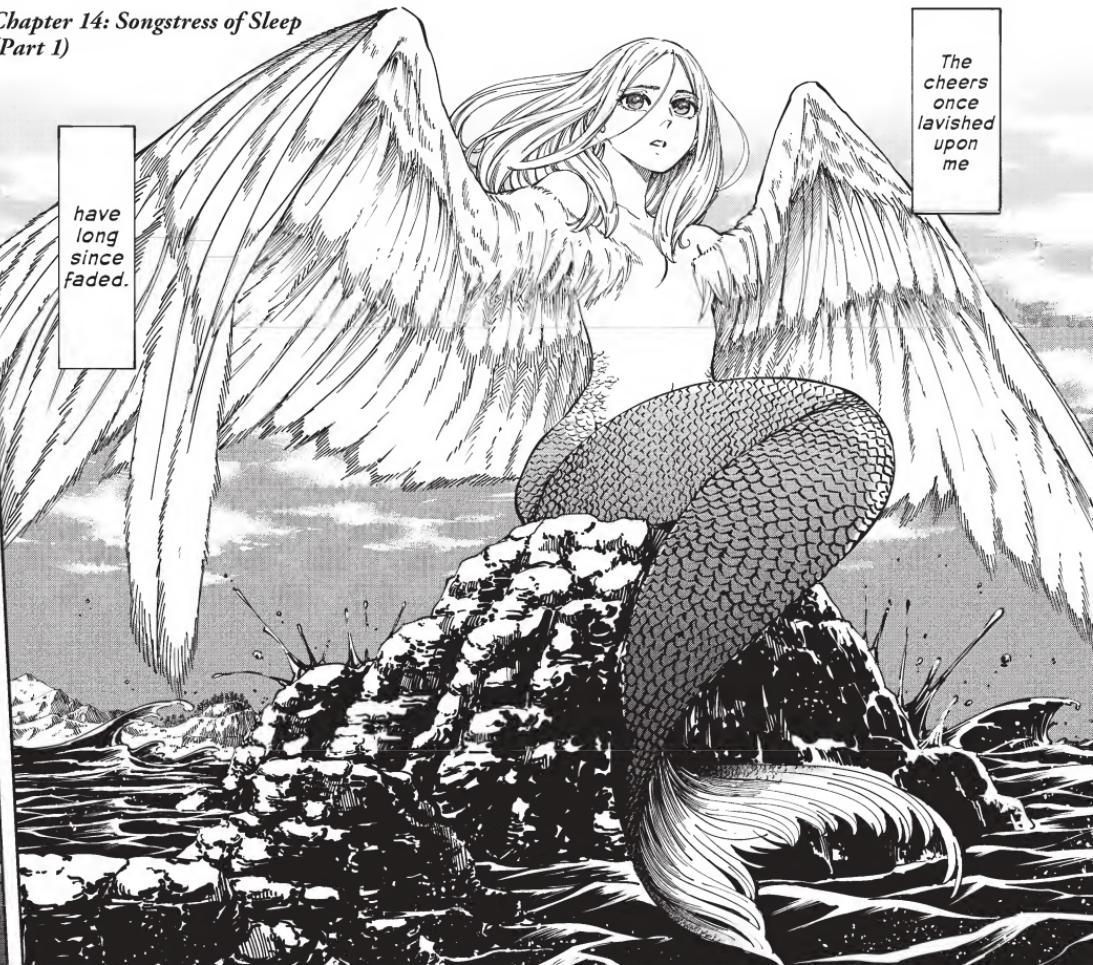
To the Abandoned
Sacred Beasts





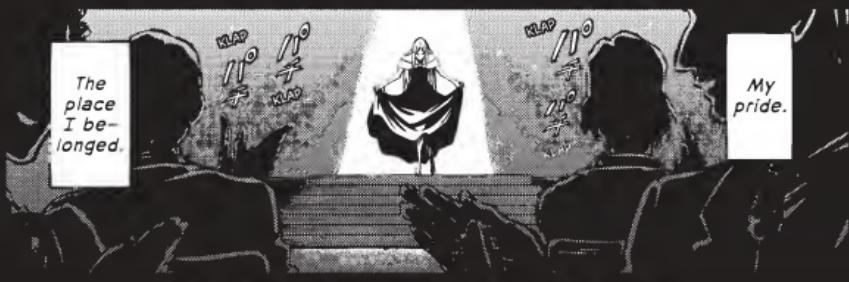
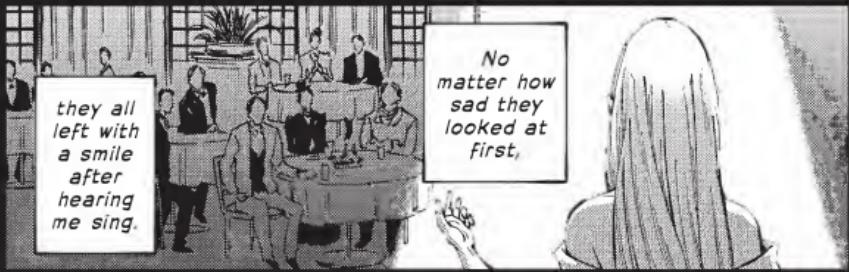
*Chapter 14: Songstress of Sleep
(Part 1)*

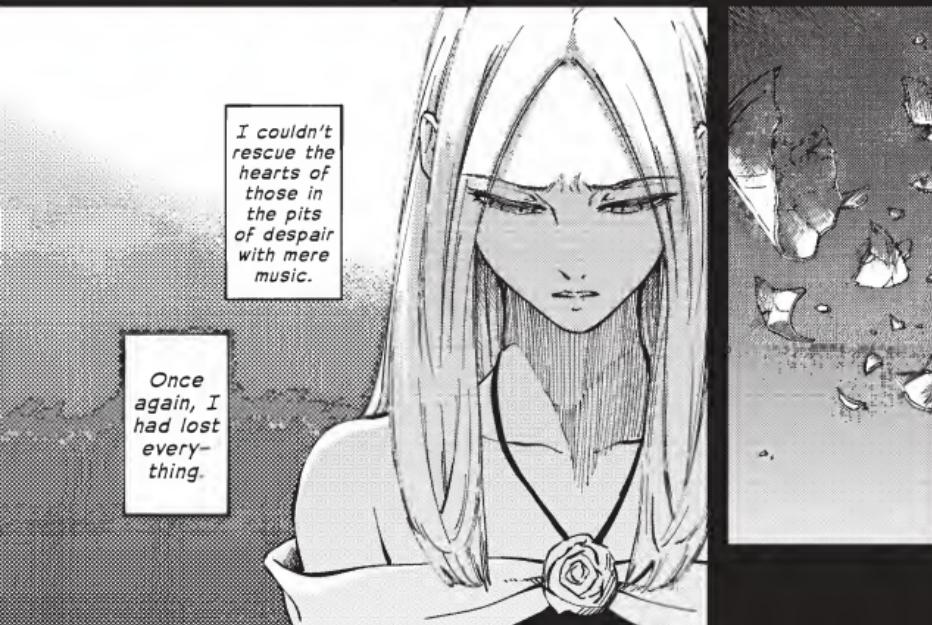
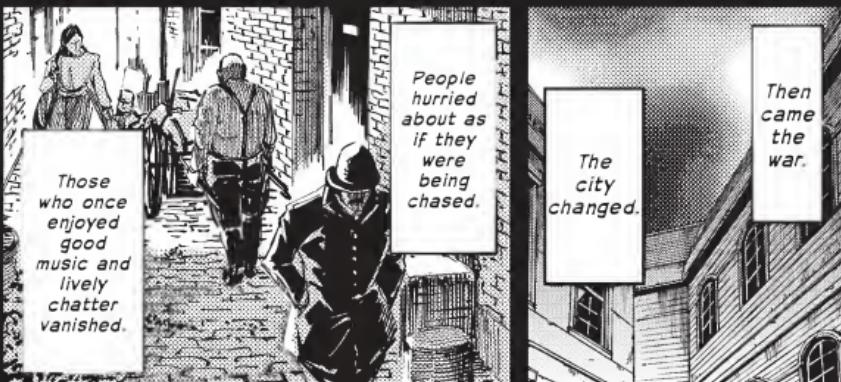
have
long
since
faded.



The
cheers
once
lavished
upon
me







Then he told me I had the power to end the war.

Or so he said.

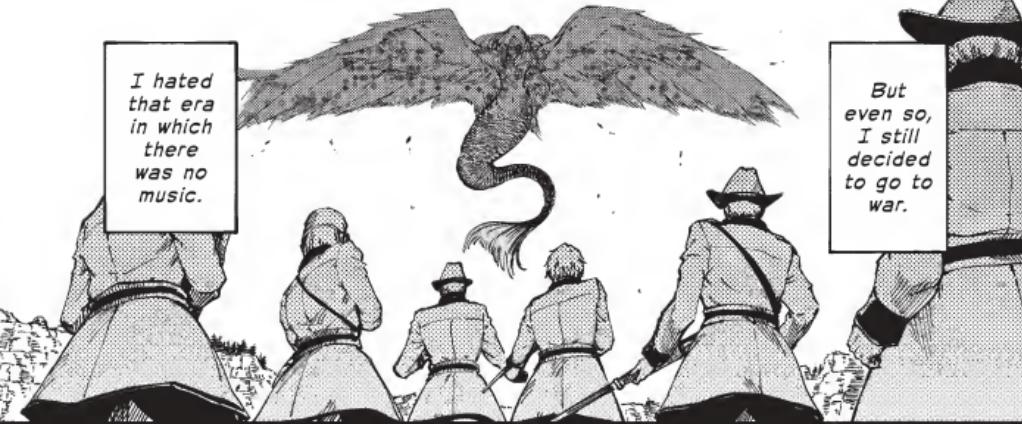
Not something simply gained by wishing for it.

Mine was a special power.

A power that, once used, could never be undone.

I hated
that era
in which
there
was no
music.

But
even so,
I still
decided
to go to
war.





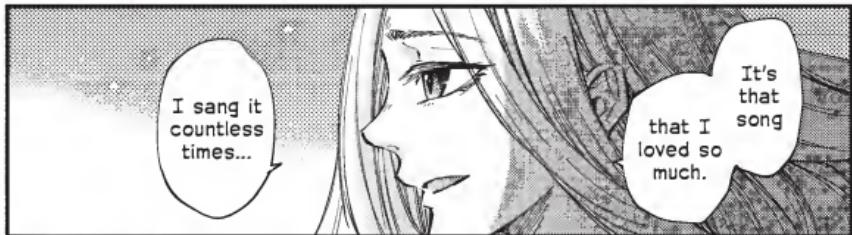
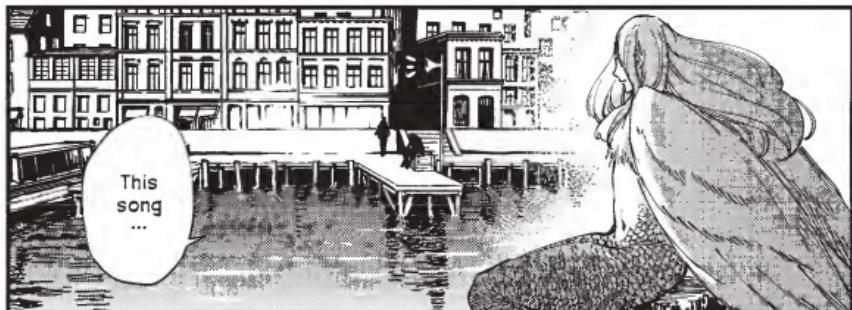
FLAPP

Thank
you,
Danny.

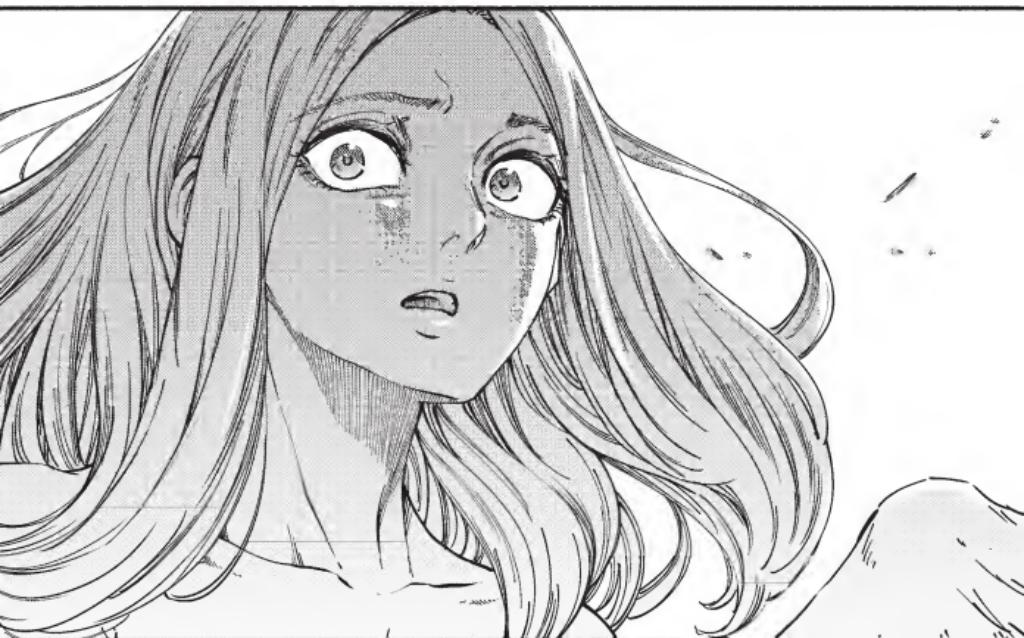


I
killed

many
people
on the
battle-
field.













the intel
that a Beast
was spotted
seems to be
correct.

Looks
like we're
too late.
However
...

WE
LOST
TRACK
OF HER
AFTER
THE WAR,
BUT IT
SEEMS
THAT SHE
CAME
BACK
TO THIS
CITY.

SHE
USES HER
SPECIAL
SINGING
TO LULL
ENEMIES
TO SLEEP
AND THEN
KILLS
THEM.

IT HAS
TO BE
HER.

THE
INCARNATE
"SIREN."

Sir!

If they
encounter
an
Incarnate,
they have
permission
to
engage.

We
don't
need to
negotiate
with the
citizens.

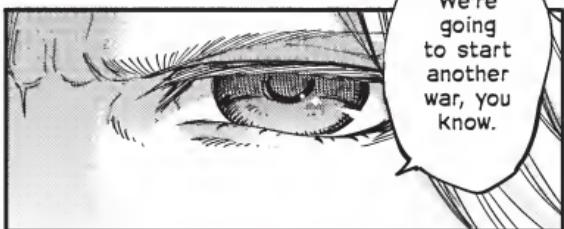
Have
them
deploy
in the
city at
once.

Report
back
to the
squad.



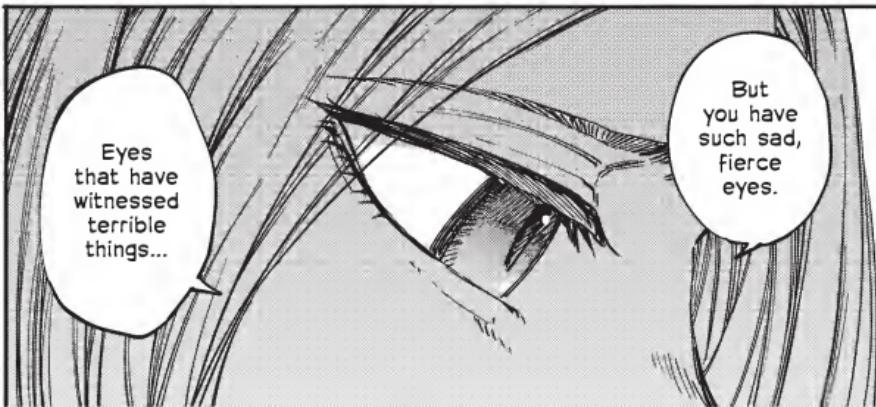
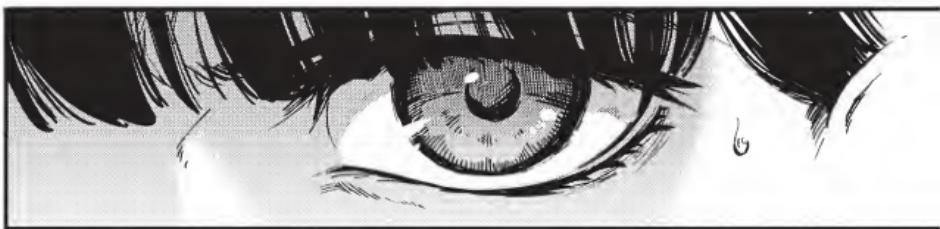














Your
eyes
tell me
every-
thing.

And now...
I'm going
to use my
voice
to lead
every-
one...
heh
heh...

to
salva-
tion...

My song
stirs the
heart.

It
leads all
who hear
to a gentle
slumber
free from
uncertainty
and fear.





AND I
ABSO-
LUTELY
...

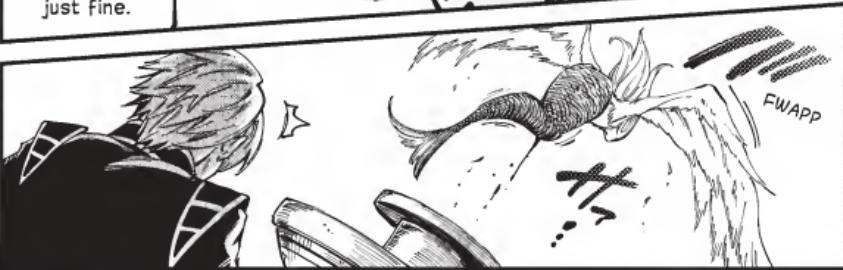
DON'T
WANT
TO
HEAR
YOU
SING
!





That was
a special
anti-Incarnate
armor-piercing
round.

It doesn't
contain
poison, but it'll
pierce flesh
just fine.





The
Incarnates...
They've all
had to throw
something
away.



She
was in
despair.

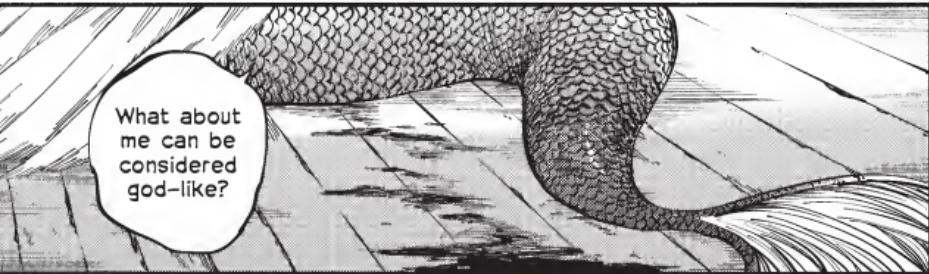
When she
became an
Incarnate

I
have
to tell
her)

what a
terrible
mistake
this is!

she must
have had
to throw
her hopes
away, too.

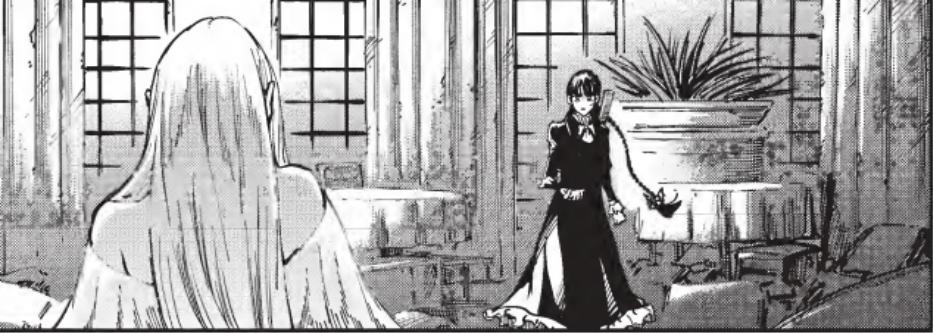
To the Abandoned
Sacred Beasts

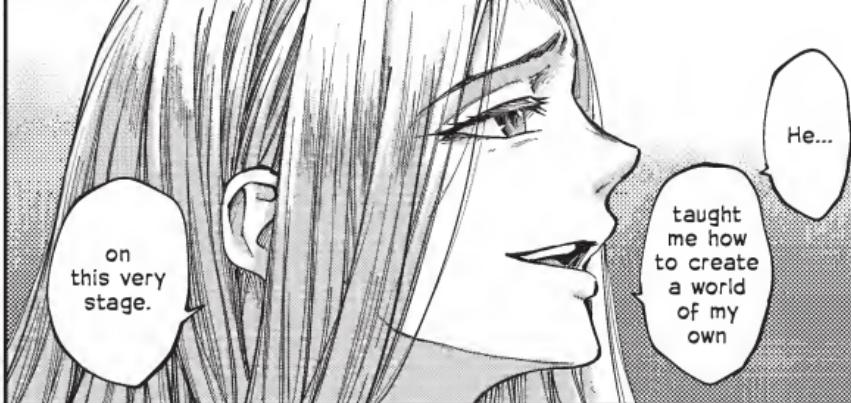




I
performed.

This is
where









Let me
hear you
sing.

So
please,
let me
hear it.

Just like
you used
to.

You're no
different.
If you want
to sing,
you can.



GACHAK

GACHAK

GACHAK

THAT
SOUND
...

I
KNOW
THAT
HATE-
FUL
SOUND
...

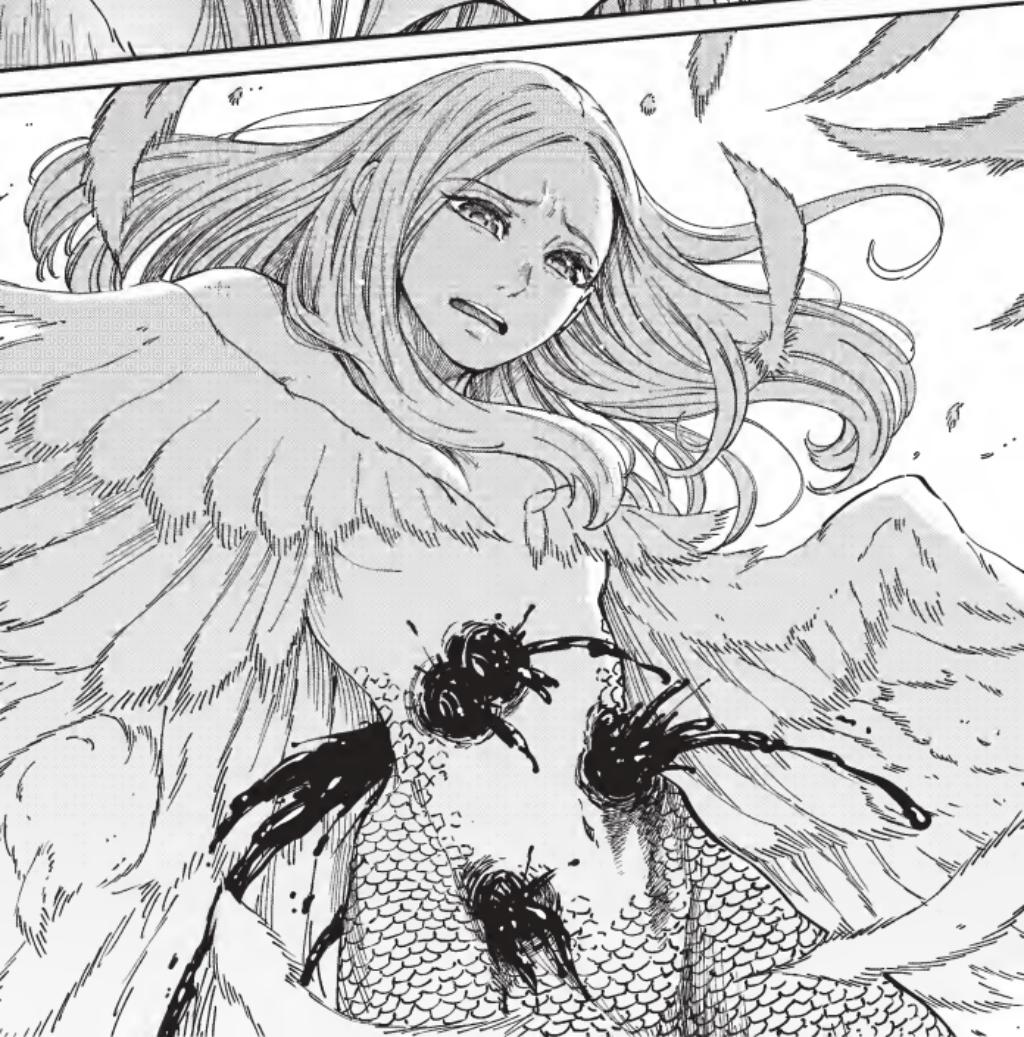
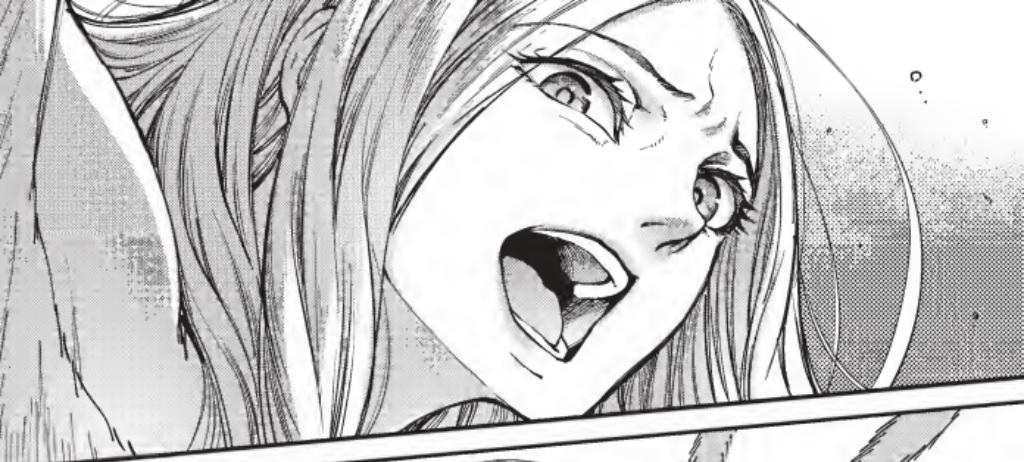
FROM
THE
BATTLE-
FIELD
!

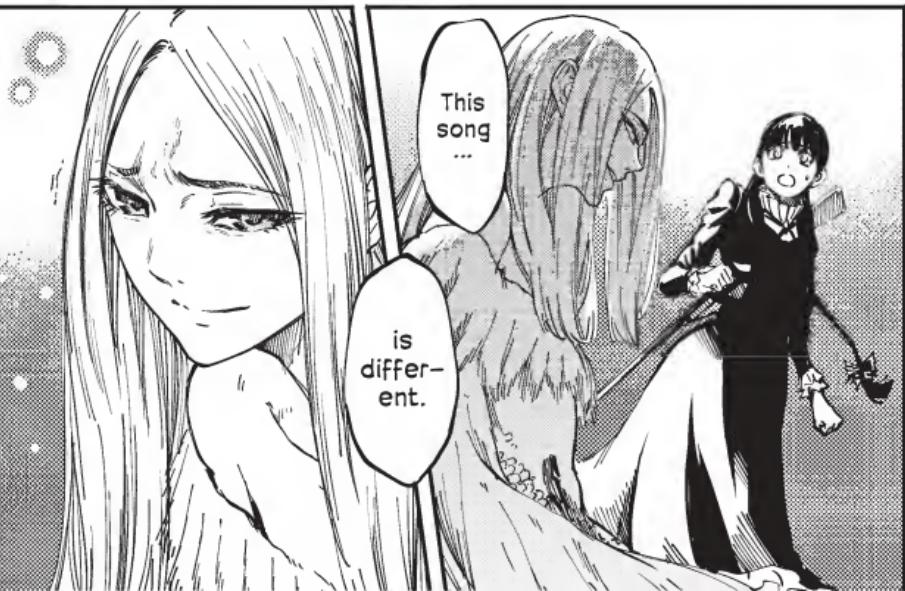
BANG

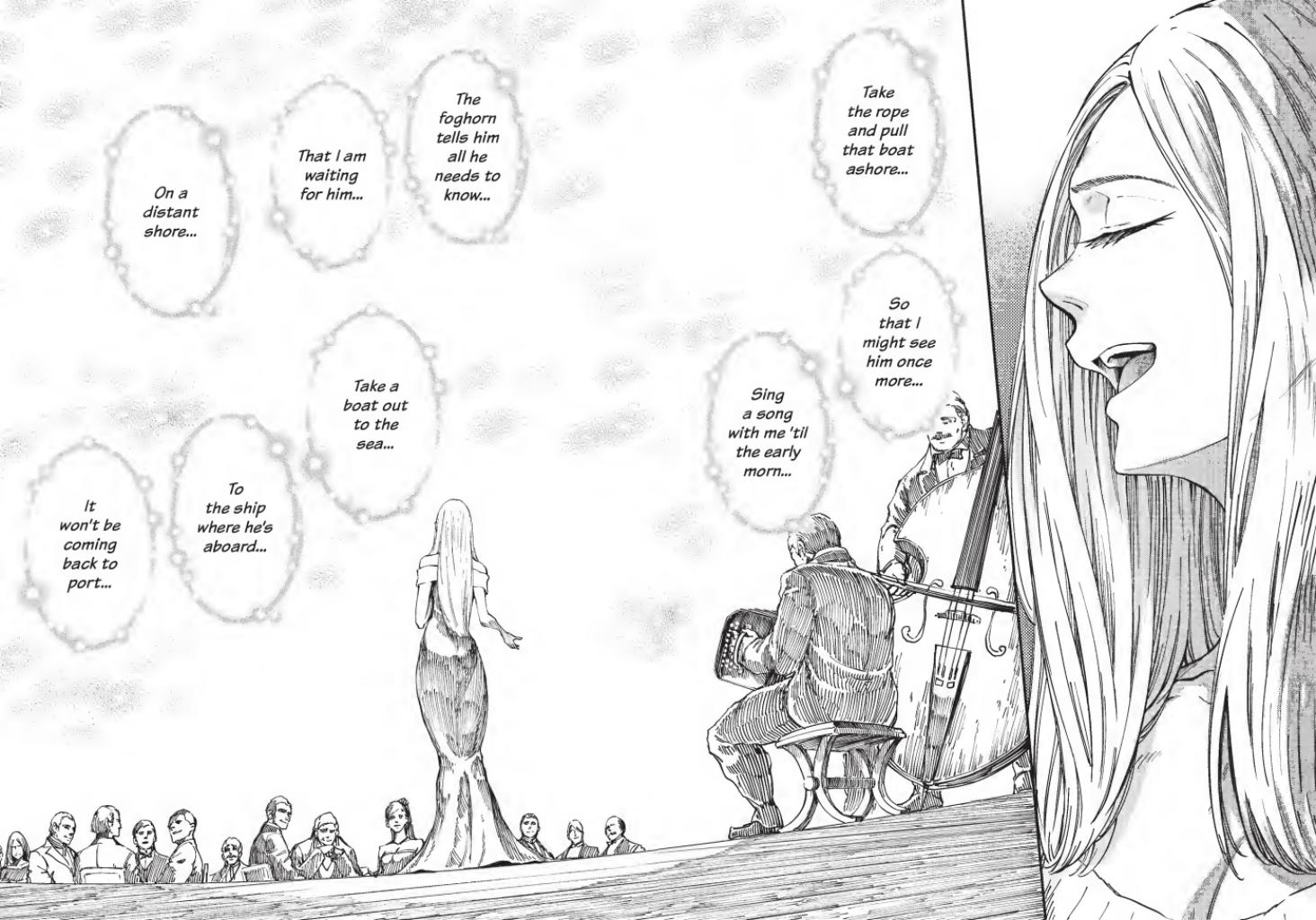
BANG

BANG

BANG







On a
distant
shore...

That I am
waiting
for him...

The
foghorn
tells him
all he
needs to
know...

Take
the rope
and pull
that boat
ashore...

It
won't be
coming back to
port...

To
the ship
where he's
aboard...

Take a
boat out
to the
sea...

Sing
a song
with me 'til
the early
morn...

So
that I
might see
him once
more...



It
won't
be...

*coming
back*

...





Please
tell
me...

your
name...

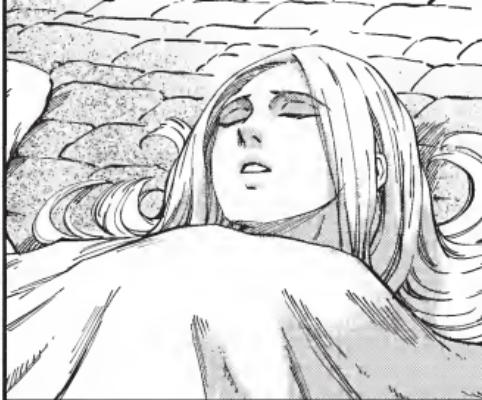


Beatrice.

But
everyone
just called
me...
Trice...









To the Abandoned
Sacred Beasts





There's
a common
misconception.

We
Incarnates
are actually
quite weak.



You
jest...



That's why
the last war
ended in
such hollow
peace.

We
could never
stand against
an army
hundreds of
thousands
strong.

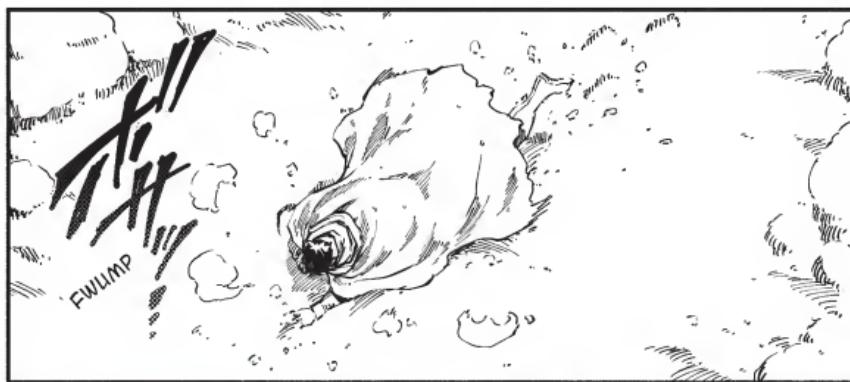
No matter
how much
god-like power
we possess,
our numbers
are few.



*the
time
is now
at
hand.*

But
...

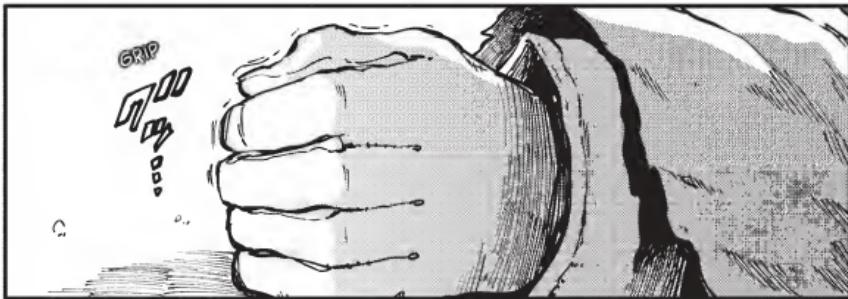








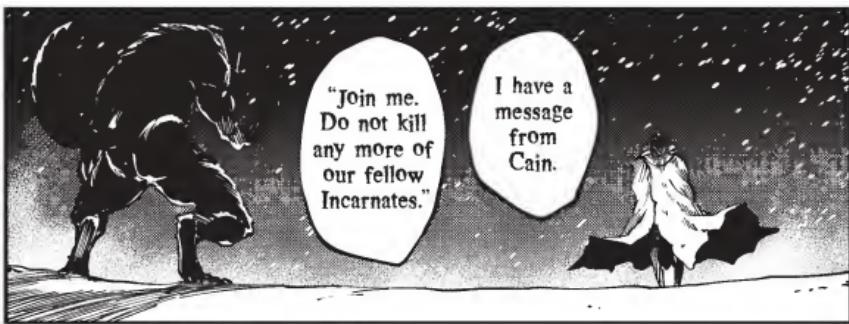






I've
been
awaiting
your
arrival
...

Ex-
Captain
Hank...



"Join me.
Do not kill
any more of
our fellow
Incarnates."

I have a
message
from
Cain.





It's
time
for
you
to die

...

HANK!!!

The
Incar-
nate
Garm
!!!

I
am an
Incar-
nate
now
..."





It appears the Siren... wasn't who we should've been looking for.

Based on witness reports, we anticipated the target would eventually make contact with the two nearby Incarnates.

Hank
Henriette.

Our next target is the Incarnate Werewolf
...

Continued in Volume 4

Sacred Beasts

file no. 11 | *Incarnate Sasquatch*



A supremely powerful demi-human who lurks deep in the mountains.

Highly suited to covert operations in mountainous regions, the Sasquatch's well-balanced muscles and human feet make advancing through

file no. 12 | *Rivulet Wood*



A poor village nestled deep within a ravine.

A small village on a small stretch of flatland ensconced in sheer cliffs and deep valleys, Rivulet Wood was once a popular resting place for those braving the treacherous mountain passes during the wild frontier days. Following the discovery of alternate routes through the pass, however, the town's inhabitants have been forced to eke out a meager agrarian existence from

rugged terrain easy, while its bristly coat of fur provides protection from gunfire.

In addition, the Sasquatch's subdermal fat layer provides excellent resistance to cold temperatures and allows for long periods of solo activity without support or supplies. The thickness of this fat layer can widely fluctuate, with the Sasquatch's weight sometimes shrinking in half following a particularly long operation.

Making use of these characteristics, the Sasquatch was frequently deployed as a stealth solo agent in mountainous regions to crush enemy reconnaissance forces and detachments. In spite of its exceptional ability to work covertly, it nonetheless left rare traces of its presence in the snowy mountainous regions. While its massive feet kept it from sinking into deep snowdrifts, it left behind footprints that were clearly not human. Those who came across these footprints imagined a creature of even greater size than the Sasquatch was, which planted seeds of terror in onlookers.

what little arable land there is.

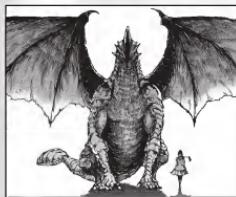
Within the village are the remains of a disproportionately large church building, built with donations from travelers wishing for a safe journey, but which became too much for the villagers to maintain on their own. Records show that outsiders ran an orphanage within the abandoned church at one point, but it's since been boarded up.

In recent years, war and lack of jobs have forced the village's younger population to leave, and Rivulet Wood is quietly slipping into decline.

Height: 11½ ft.

Encyclopedia Entries

file no. 9 | *Incarnate Nidhogg*



An undying dragon who witnessed the end and survived.

Height: 98 ft.

Gifted with a powerful, resilient body and inexhaustible life energy, the Nidhogg also possesses bullet-deflecting scales and muscular mobility far surpassing what its massive frame would suggest. Its total strength ranks among the highest of any Incarnate, making it the Northern forces' secret weapon.

In open engagements, the Nidhogg's overwhelming defensive and destructive capabilities could shatter battle regiments, and its wings, small considering its massive frame, allow for short-term flight.

Its life-force far surpasses that of other Incarnates. On several occasions, the Incarnate has survived battles that left both armies in shambles.

If the Nidhogg has any weakness, it's an abnormal hunger. It requires vast amounts of food to maintain its incredible mobility and life-force, but one theory suggests there is also a latent desire that drives it to consume so much.

file no. 10 | *Incarnate Siren*

Height: 8 ft.



A winged mermaid that lures seafarers with song.

A strange creature with the arms of a bird and a lower body resembling that of a fish, the Siren lulls its foes into a deathly slumber with the power of song.

Contrary to their grand appearance, the Siren's wings are incapable of providing steady flight; at best, they allow the Siren to hover for brief periods of time when traveling on land. Its heavily muscled lower body impedes flight, but enables astonishingly fast underwater movement in return.

The Siren's greatest strength, its "song," is created not by using its voice, but by vibrating its wings. Exactly how this sonic assault affects its victims is unclear, but it appears to directly affect the brain and nervous system, dulling the senses and eventually inducing a state similar to a swoon.

Although the Siren's song can cause devastating results over a wide area, its frail body is among the weakest of all the Incarnates, and a single gunshot can be fatal. For this reason, it is advisable to pair the Siren with a defensively-oriented Incarnate when on the battlefield, where it can be exposed to the line of fire.

Sacred Beasts Encyclopedia Entries

file no. 13 - 16

file no. 15 | Northern Union of Patria



The vainglorious leader of the young nation.

Colonization of the Patrian continent started on the northeast coast, making the Northern region the oldest and most sto-

ried. This is where the heart of Patria's political economy beats, and the coastal regions are dotted with large port cities that serve as windows to foreign countries.

The North has many aristocrats descended from leaders who profited from the early colonists and moguls of industry who built their fortunes in the new land, both of which command wealth unlike anyone else in the world. Industrial titans seek to expand growth even further by monopolizing domestic demand through protective trade practices. However, the North depends almost entirely on the South for coal, iron, textiles and other recently discovered resources, with profits between the two sides remaining mutually exclusive.

file no. 16 | Southern Confederation of Patria



The region that bared its fangs at the leadership.

A confederation of the main cities spread across the vast Southern region of the Patrian continent, the South boasts bountiful natural resources and high populations,

thriving agricultural and mining industries, and numerous large cities throughout the inner and coastal regions.

Southern business owners sought free trade with the Old World in order to increase exports of its vast stores of natural resources, but this led to an ideological conflict with the North. By the time war broke out, while the South was technologically disadvantaged, their superior access to resources allowed them to hold the upper hand until the appearance of the North's Incarnates.

The Incarnates' unbelievable strength turned the tides in an instant, and the resulting ceasefire left a sense of bitterness and resentment in part of the populace, some of whom would later join the Free Nation of New Patria, located in the western section of the continent.

file no. 13 | Port Gulf

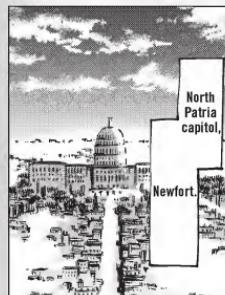


A port town whose glory has faded.

Blessed with natural features perfectly suited for a marine port, Port Gulf was a populous fishing village since time immemorial. Following the modernization of shipbuilding and the use of ships for material transportation, the town rapidly expanded into a hub for intercity transport.

During the Civil War, Port Gulf became a Patria Union base

file no. 14 | Patria



A young nation rocked by war.

Patria is a democratic republic created by colonists of the Patrian continent who achieved independence from the Old World roughly 100 years ago.

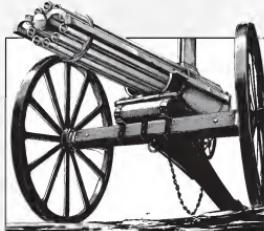
The well-industrialized North and the natural resource-rich South are divided by a vast, undeveloped plains region. Numerous economic disagreements with the Northern central government eventually led several Southern regions to form a confederation, marking the beginning of a long civil war between the Northern Union of Patria, where the capitol of Newport stands, and the Southern Confederation of Patria.

Relations between North and South have normalized following the end of the war, but both sides continue to use their own systems of governance. The Incarnates brought the Civil War to an end, but the country's wounds run deep. Both sides continue to struggle with poverty and inequality resulting from the conflict, and the underlying causes of the war remain unresolved. Even now, the embers yet burn.

Sacred Beasts Encyclopedia Entries

file no. 17 - 19

file no. 19 | *Rotary Machine Cannon*



A superweapon that generates a deluge of bullets.

A special weapon prepared for Coup de Grace capable of firing a rapid succession of anti-Incarnate armor-piercing rounds through its rotating barrels.

Based on an anti-infantry weapon developed towards the end of the Civil War, its heaviness makes moving and rotating the cannon difficult, which, when combined with its limited range, makes it all but impossible to strike a target without first luring it directly in front of the barrels.

The machine cannon used by Coup de Grace has been modified to be more powerful in combat with Incarnates as well as altered to make it somewhat lighter. These changes have proven effective, allowing the cannon fire to pierce durable Incarnate skin and armor. The cannon is also able to be disassembled into smaller parts for transport, making it ideally suited to a squadron that must travel to various regions in order to fell Incarnates.

To the
Abandoned
Sacred
Beasts

file no. 17 | *Free Nation of New Patria*



A utopia for humans and Incarnates.

A rebel force comprised primarily of people disappointed in the way the Civil War ended in peace, New Patria seeks to overthrow Patria's government, and is rapidly expanding throughout the continent's western expanses.

With a core force of surviving Incarnates led by former Incarnate Squad Lieutenant Cain Madhouse, New Patria's military forces have been further bolstered by former soldiers of the Northern and Southern armies who had nowhere to go after the war ended. Their numbers are weak when compared to the military of the Northern Union of Patria, but the presence of Incarnates poses a definite threat. The Incarnates garner respect as tragic heroes and are spared the persecution they would face elsewhere.

Despite calling itself a nation, neither the Northern Union nor the weakened Southern Confederation acknowledge New Patria's sovereignty.

file no. 18 | *Incarnate Extermination Squad, Coup de Grace*



A human squadron created to hunt down Incarnates.

A squadron formed by Northern Patria's government to hunt down the remaining Incarnates, Coup de Grace's members number around 30

strong, and are backed up in their mission by reserve and support units.

Coup de Grace was ostensibly formed in response to public outcry against Incarnates following the widespread destruction in the aftermath of the Whitechurch Incident, but its true purpose is to whittle away reverence for Incarnates and thin their numbers in preparation for the coming battle against New Patria.

Formed around a core of young, elite Union Military talent and outfitted with special equipment specifically designed for anti-Incarnate combat, Coup de Grace exists as a unique entity within the Union forces and does not have a unit number.

True to its name, the intent of the squadron is to deliver a swift and merciful death to the heroes-turned-Beasts.

ISSUE

HANK VS.

Under orders from his father, the President, Claude leads the elite troop Coup de Grace in their mission of exterminating Incarnates. Hank, still determined to follow through on his promise to his former Incarnate underlings, continues his murderous mission on his own. In the end, which of these men has justice on their side? And when the time comes that the Beast Hunter becomes the hunted, fresh blood will spill across the Patrian continent...

COMING THIS WINTER!

NEXT

COUP de GRACE

To the
Abandoned
Sacred
Beasts

VOL.

4

To The Abandoned Sacred Beasts 3

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